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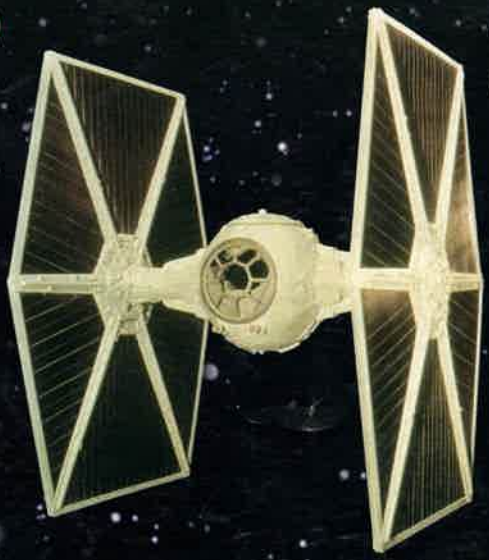
TIE FIGHTER

3

Imperial pilot's attack ship



JEDI STARFIGHTER

Anakin Skywalker's Eta-2 interceptor

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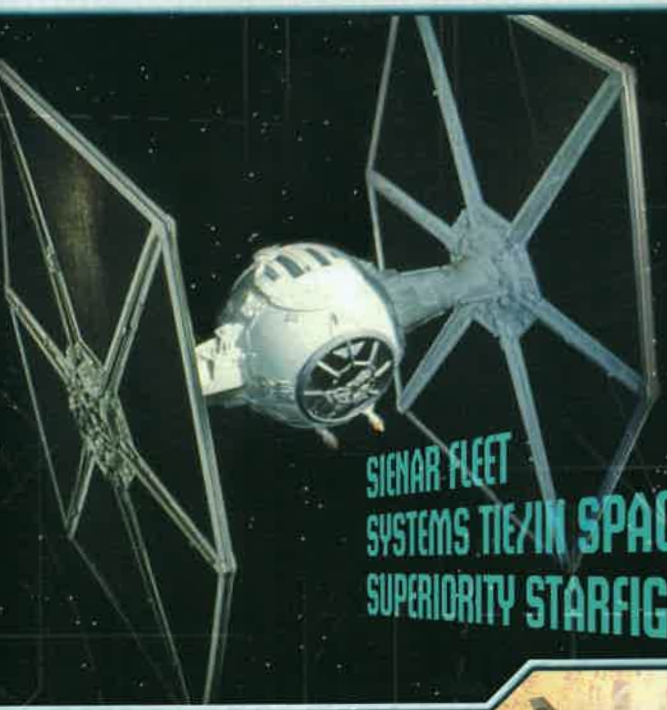
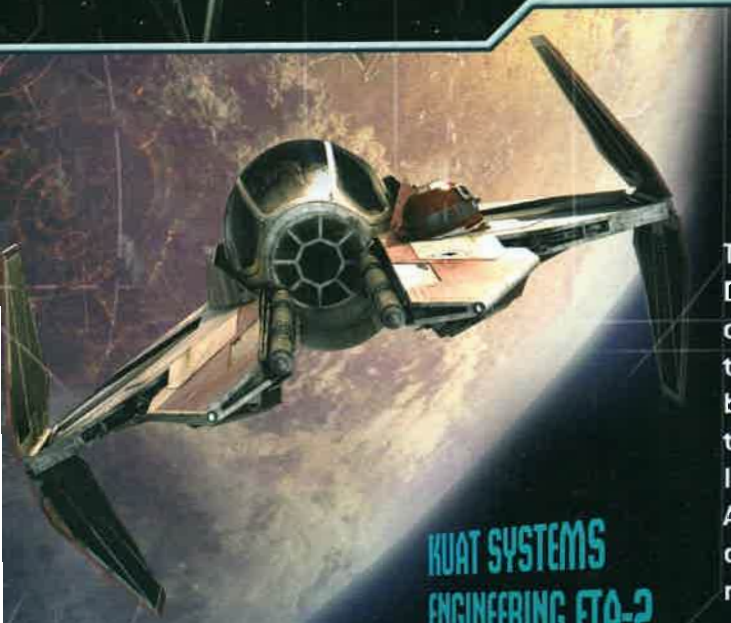
STAR WAR



SIENAR FLEET SYSTEMS TIE/IN SPACE SUPERIORITY STARFIGHTER

Fast, manoeuvrable, deadly – the TIE fighter became the ubiquitous icon of the Galactic Empire and its Imperial Navy. Spread throughout the fleet and Imperial space and planetary bases, there are literally millions of these ships around the galaxy.



KUAT SYSTEMS ENGINEERING ETA-2 ACTIS INTERCEPTOR

The successor to the Delta-*7 Aethersprite*-class Jedi starfighter, this agile ship quickly became known as the Jedi interceptor. In a ship of this type, Anakin Skywalker cemented his reputation as the best Jedi pilot, and Darth Vader hunted down the last Jedi.

TIE FIGHTER
IMPERIAL ICON

Despite intentions to replace it with more advanced models, the TIE fighter rapidly became the preferred starfighter of the Imperial Navy. Sienar's automated factories churned out many thousands of these high-speed, agile vessels every year.

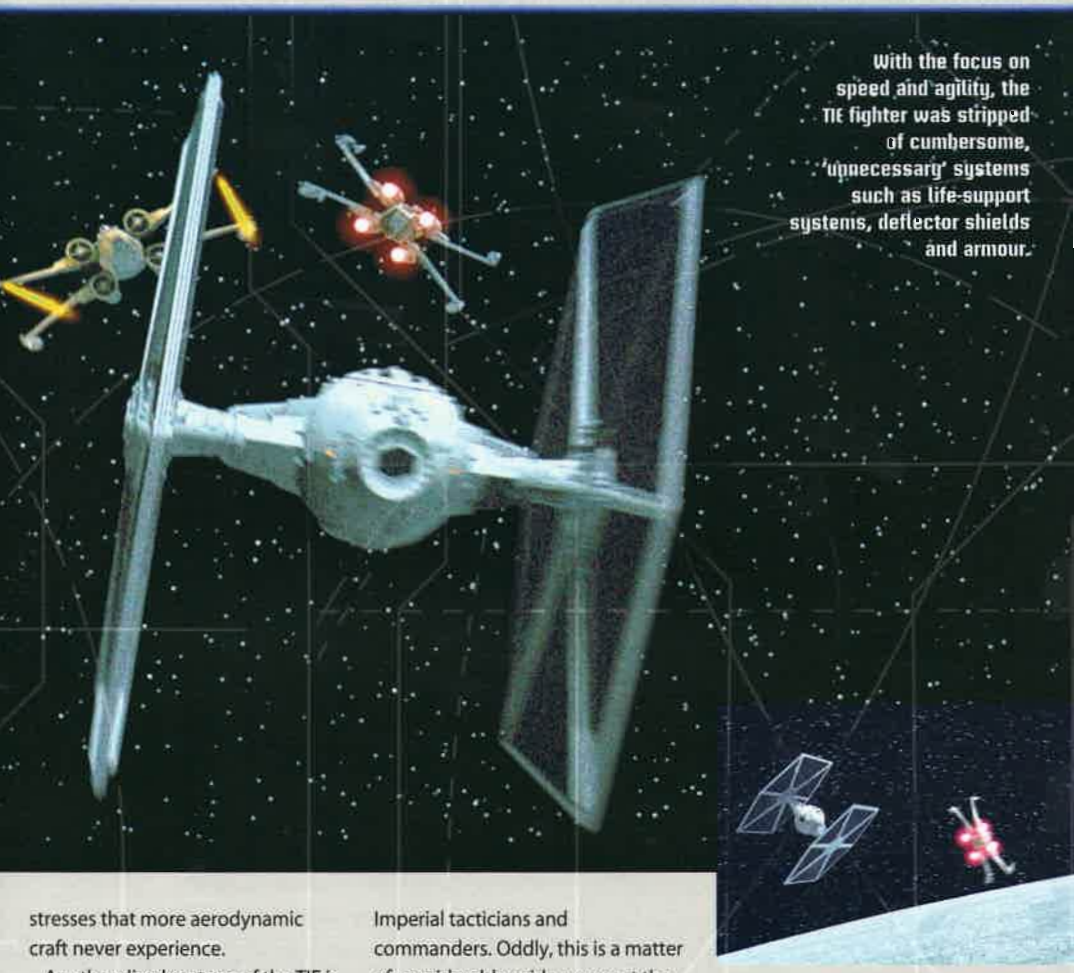
Much like the Imperial stormtrooper, the TIE fighter was deployed in overwhelming numbers wherever it served, and came to epitomise the Imperial tactic of achieving victory and oppressing the conquered through sheer force. Technically, it is an unremarkable vessel. The designers were guided by the twin mantras of speed and manoeuvrability, so the TIE fighter's weight was kept to a minimum by stripping out the pilot survival equipment, deflector shields and hyperspace systems enjoyed by other fighter craft of similar size.

Light, Powerful and Fast

The twin ion engines that give the TIE its name are tuned to perfection and are incredibly fuel-efficient, considering the power they pump out – so the fighter saves weight on fuel also. Furthermore, a great deal of the ship's operating power comes from solar energy collected from panels that cover almost all of the massive hexagonal wings.

The result was a fast, nimble, easily maintained, relatively heavily armed fighter that is faster than every Rebel Alliance equivalent save the A-wing, over which it retained an edge in manoeuvrability.

All of this had a price, of course. The TIE fighter is a comparatively delicate ship. It can be seriously damaged by even a glancing shot, and easily crippled and destroyed if it can be hit. Although it can operate in a planet's atmosphere, the TIE fighter is clumsy, slow and prone to



With the focus on speed and agility, the TIE fighter was stripped of cumbersome, 'unnecessary' systems such as life-support systems, deflector shields and armour.

stresses that more aerodynamic craft never experience.

Another disadvantage of the TIE is its short operational range. It relies utterly on having a base of operations from which to take off and land. Though the fighter is able to stand on its wings, it takes a very skilled pilot to operate it under such circumstances. Instead, TIEs take off from racks and are placed back on them by tractor beams on their return from a mission.

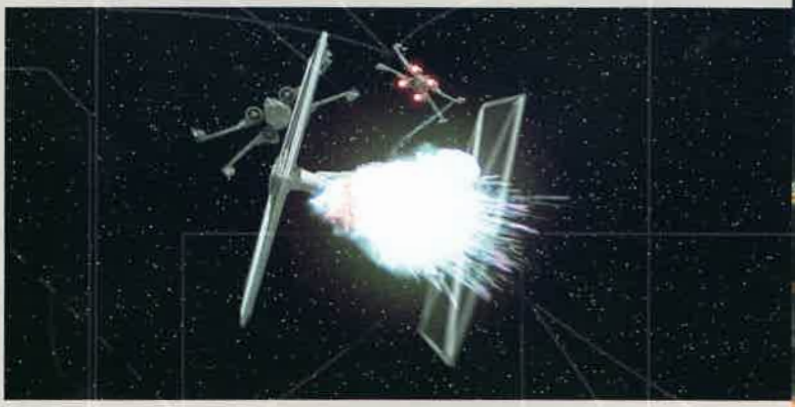
TIE fighters and their pilots are considered disposable assets by Imperial tacticians and commanders. Oddly, this is a matter of considerable pride amongst the ranks of TIE pilots, such is the indoctrination that they have had in their training. It was with pride that Baron Soontir Fel, arguably the greatest Imperial pilot, said, 'For every TIE fighter you shoot down, a thousand more will take its place.' Numerical superiority was key to virtually all TIE fighter victories, though this fact undervalues the great skill of almost all members of the Imperial squadrons.

'Squad leaders, we've picked up a new group of signals. Enemy fighters coming your way'

Rebel Alliance Control Officer

FORCE OF NUMBERS

The TIE fighter was introduced in untold thousands and became the principal combat vessel of the Empire almost overnight. It has been used in every imaginable situation – reconnaissance, escort, patrol and assault, but its most obvious presence was in the swarms that shielded the Empire's capital ships and the two Death Stars.



After the chaos of the Clone Wars, the Empire seemed to promise a new era of peace, stability and strong leadership. The latter was certainly true, but it soon became clear that the kind of peace and stability which was offered by the tyrannical Emperor came at the cost of freedom and justice. Across the entire galaxy, unquestioning Imperial officials imposed the Emperor's will, backed by legions of stormtroopers and wave upon wave of TIE fighters.

TIE Fighter Versus X-wing

In the early days, the TIE fighters were almost unassailable. Although the unshielded craft were theoretically vulnerable to enemy action, Imperial tactics relied on the TIEs being too fast and agile for most pilots to hit. This was fine against civilian pilots or pirates and smugglers in patchy, underpowered craft. However, as the Rebel Alliance grew and became more organized, it started to field some of the best pilots in the galaxy in ships that were far better equipped. The losses that the Empire suffered against the

Among the most effective fighters ever made.

T-65 X-wing, in particular, led it to develop the TIE interceptor. Meanwhile, Sienar Fleet Systems developed other mission-specific TIEs, including the TIE bomber, TIE scout and TIE defender.

The Shadow of Darth Vader

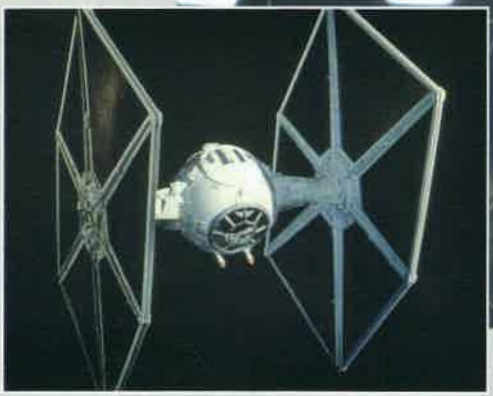
Any weakness in the design of the TIE was also compensated to a degree by the rigorous, exacting training undergone by their pilots. During the Battle of Yavin, as the Rebel pilots danced around defences geared to deal with larger ships, Darth Vader did not hesitate to launch the TIE fighters that nearly won the battle.

TIE FIGHTER PILOTS

TRAINED TO BE THE BEST, READY TO DIE

Picked from the very best candidates in the Imperial Naval Academy, TIE pilots justifiably viewed themselves as an elite force. In order to qualify, they must have passed out among the top 10 per cent of Imperial trainees.

Despite their elite status, TIE pilots were indoctrinated from the very beginning of their training to accept and revel in their expendability. Once accepted as pilots, they had no names, being given instead a string of numbers and letters that designated rank, posting and place within their squadron. Early on in their training, TIE pilots were never permitted to fly the same ship twice. This prevented pilots from developing a bond with any individual craft. Instead, they viewed their ship and themselves as just one small part of a greater whole – just a small cog in the Imperial war machine.



A Deadly Edge

As a result of this indoctrination, the TIE pilot saw himself as being an instrument of the will of the Emperor. Every pilot's devotion was fanatical, coldly focused and unquestioning. The demand of the mission was each man's pre-eminent concern, taking precedence over the lives of their fellow pilots and themselves. Though many TIE fighters did carry ejector seats, pilots rarely used them – they preferred to go down fighting to the last, confident in the eventual victory of the Empire they served.

TIE Tactics

The principal goal of the TIE fighter and its pilot was the policing and imposition of the Imperial peace. This included dealing with Rebel insurgents, pirates and smugglers.

PROFILE

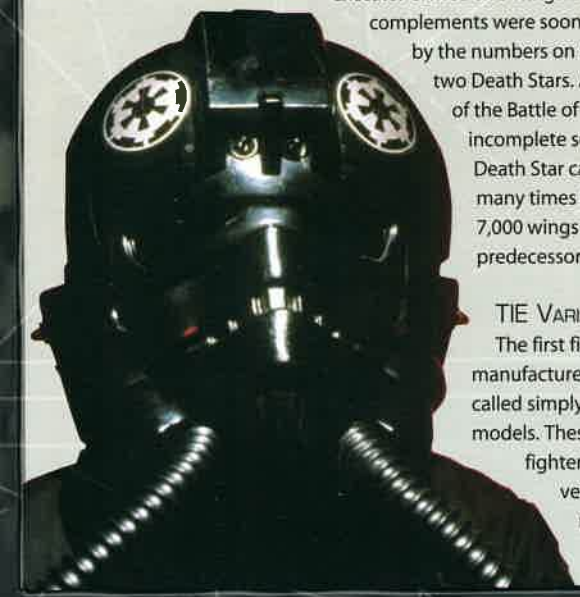
Affiliation
Empire
Birth planet
Drawn from all across the galaxy
Training
Imperial Naval Academy

In TIE pilots' calculations, their missions were counted more important than their own lives.

On a day-to-day level, TIEs ran patrols from ground and orbiting bases, as well as from larger starships such as the Imperial Star Destroyer. Despite their lack of hyperspace capability, they were the standard escort fighter for Imperial convoys. In battle, TIEs were deployed to defend larger ships and bases, as well as escorting and protecting assault ships such as TIE bombers or landing craft.

TIEs typically formed part of wings made up of around 72 craft, of which around 48 would be fighters. The rest would be made up of mission-specific craft such as bombers, scouts or landing craft (which closely resemble TIE bombers). A wing was divided into six squadrons of 12 ships, then again down to elements as small as two fighters – a lead and a wingman.

A standard Imperial Star Destroyer could hold one full wing, while the Super Star Destroyer *Executor* carried two wings. Both ships' complements were soon dwarfed by the numbers on board the two Death Stars. At the time of the Battle of Endor, the incomplete second Death Star carried many times the 'mere' 7,000 wings that its predecessor held.



TIE Variants

The first fighters manufactured were called simply TIE models. These early fighters were very soon replaced by a more advanced model dubbed the TIE/Ln, or Line fighter. This was followed by the TIE/In (not to be confused with the angular-winged TIE interceptor which was coming into service by the Battle of Endor).

There were a number of variants. At first glance, the TIE/rc resembled the TIE/In. It was, however, stuffed full of delicate, precision sensor and scanning packages turning it into a scouting vessel designed for reconnaissance – there was even a shielded stealth model, the rc vanguard, designed for outright espionage. These ships still relied on bases and larger craft to be able to operate.

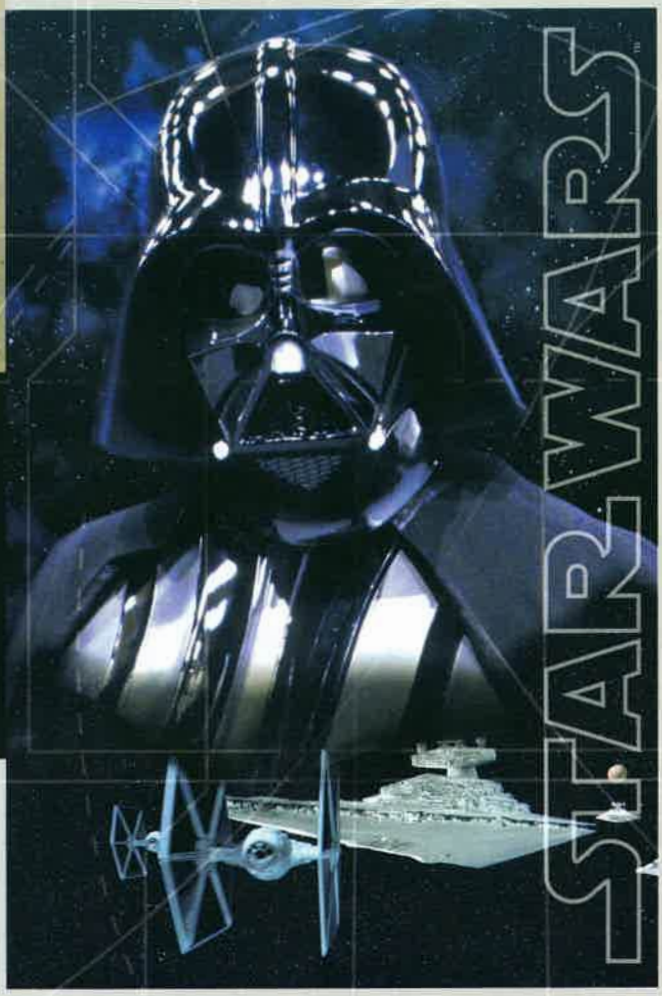
Hyperspace Capabilities

The TIE scout loosely resembled the prototype TIE Advanced x1 flown by Darth Vader at the Battle of Yavin. It had a hyperdrive, life support and other systems its cousins lacked, so was able to operate independently for longer.

The ungainly looking scout vessel carried a pilot and up to three passengers on long-range missions both for mapping and more sinister

Equipment

TIE fighters have no built-in life-support systems, so their pilots are forced to wear bulky, sealed flight suits. TIE pilots' helmets closely resemble oversized stormtrooper gear, with additional tubes linked to oxygen regulators on the life-support packs strapped to the pilots' chests.



purposes. TIE scout vessels were often deployed ahead of the fleet, to survey areas for mines and other defences, although they were very vulnerable to attack.

Rebel pilots dubbed their Imperial opposite numbers 'bucket heads', and called their ships 'eyeballs'.

TIE TANK

A FIGHTER BROUGHT TO EARTH

Fighter pilots call ships cobbled together from bits of other vessels 'uglies', and the TIE tank was certainly that. It was literally the cockpit from whichever TIE variant the nearest manufacturing facility produced slung between two track units, with control and weapon systems made from cheap modules adapted for use in the tank.

After the apparent death of the Emperor at the Battle of Endor, numerous Imperial leaders declared themselves to be in charge. Rather than focusing on dealing with the former Rebel Alliance – which had now become the New Republic – these new warlords began to fall upon each other. Nowhere was this more the case than on the galactic capital, Coruscant.

During the height of the Imperial Civil War, the former capital world was devastated, with much of its infrastructure and people destroyed. As their resources dwindled, the emerging warlords were forced to improvise. From such chaos came a bizarre assault vehicle, partially based on the widely available TIE fighter.

A Crude Fighting Machine

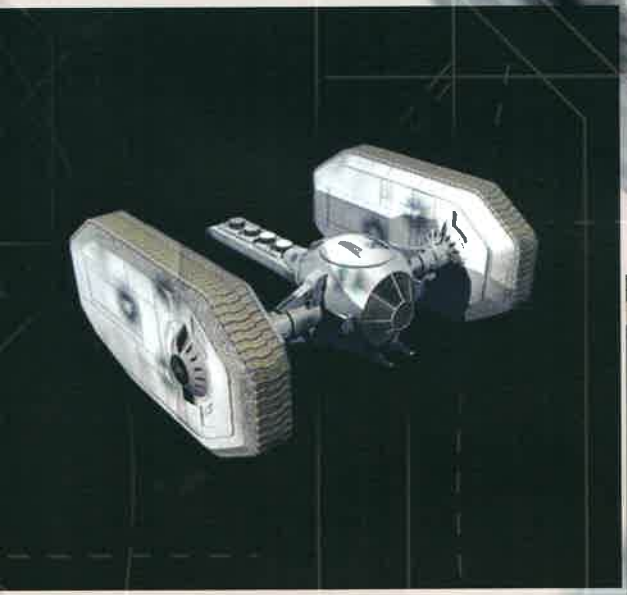
Technically known as the century tank, the soldiers on the ground called it the TIE crawler or TIE tank. While it represented a serious battleground hazard, it was a relatively crude weapon. In true Imperial style, the chief attraction of the TIE tank to the warlords was that it was cheap, easy and quick to manufacture. It also only needed a single crewman to handle both the driving controls and the weaponry. In short, this ground fighter was as disposable as its starfighter equivalent.

Construction

The tank's standard TIE cockpit is flanked by twin power plants for the massive track units. Its drive system can handle most battlefield terrain, and will propel the tank up to its lumbering maximum speed of 90kph.

The pilot enters the cockpit through a roof access hatch. Inside, the fighter's foot pedals are used to control the tracks, while the standard TIE flight stick handles the weapons controls through a modular targeting computer. The tank's armament is typically the standard TIE fighter cannon or pair of medium blasters, and possibly a retractable light turbolaser.

Such lumbering vehicles cannot easily evade an attack, so they were given light armour, able to stand up to small-arms fire. However, if a TIE tank is hit by anything more than a hand-held blaster (even the concentrated fire from several blasters) the result will quickly reveal how vulnerable its power systems and tracks really are.



Century Tank Profile

Length
6.7 metres

Manufacturer
Santhe/Sienar Technologies

Armament
Typically two standard medium blasters, one light turbolaser

Affiliation
Imperial warlords

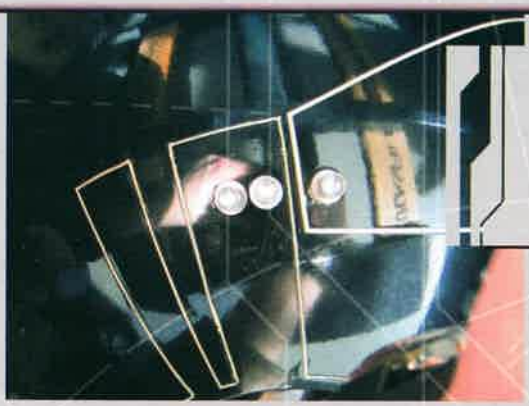
IT-O
INTERROGATION DROID

Torture droids, banned under the Old Republic, were used freely and openly by the Imperials. Such droids' development was testament to the Empire's evil intentions, and the appearance of an IT-O spelled the end of hope for all but the strongest-willed Rebel prisoner.

When the Senate discovered the use of interrogation droids, the Empire merely shrugged off the protests. As one Imperial security officer said, 'if one has done nothing, one has nothing to fear from such... information facilitators.'

No feature of the IT-O is there by chance. From the open mounting of its fearsome array of 'information facilitation devices' to the ominous drone of the low-power repulsorlifts that keep this spherical terror aloft, the mere sight (and sound) of an IT-O is enough to break some prisoners.

They have a right to be afraid; with its sophisticated medical sensors, the droid is geared to detect, manipulate and fully exploit any physical or psychological weakness. It carries an electric probe and laser scalpel (both powerful enough for use in the IT-O's defence), power shears, a prehensile gripping appendage and a sonic torture device. A prominently displayed oversized syringe can inject a wide variety of hallucinogens, poisons, antidotes and allergens, or 'truth drugs', which have a deserved reputation for inflicting long-term damage on subjects. They reduce pain tolerance and induce crippling hallucinations, and both effects can be permanent.



Did you know...?

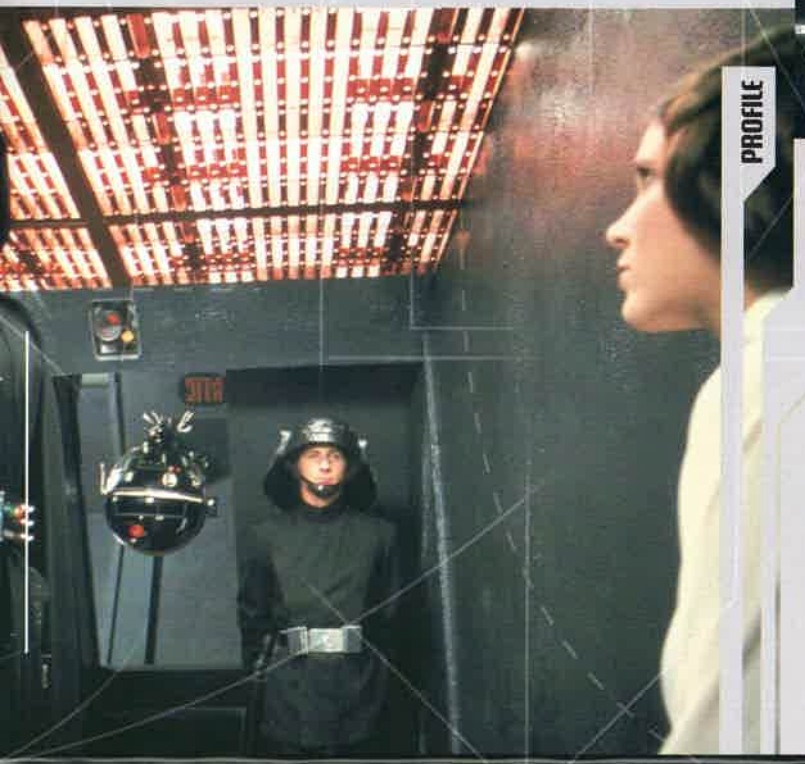
The upper half of the IT-O droid is, in fact, a repainted Artoo dome unit. Hovering, spherical droids very much like the IT-O were originally envisaged patrolling the streets of Mos Eisley.

Very few subjects can resist the sinister ministrations of an IT-O droid.

Impressive

All of this makes Princess Leia's resistance to the IT-O that she encountered on the Death Star all the more impressive – particularly as she was being mentally probed by Darth Vader at the same time.

Her Alliance training in resisting torture would have helped, along with her determination and innate stubbornness. Lastly, of course, Leia's untapped, unrecognized potential in the Force might have stopped her from cracking.



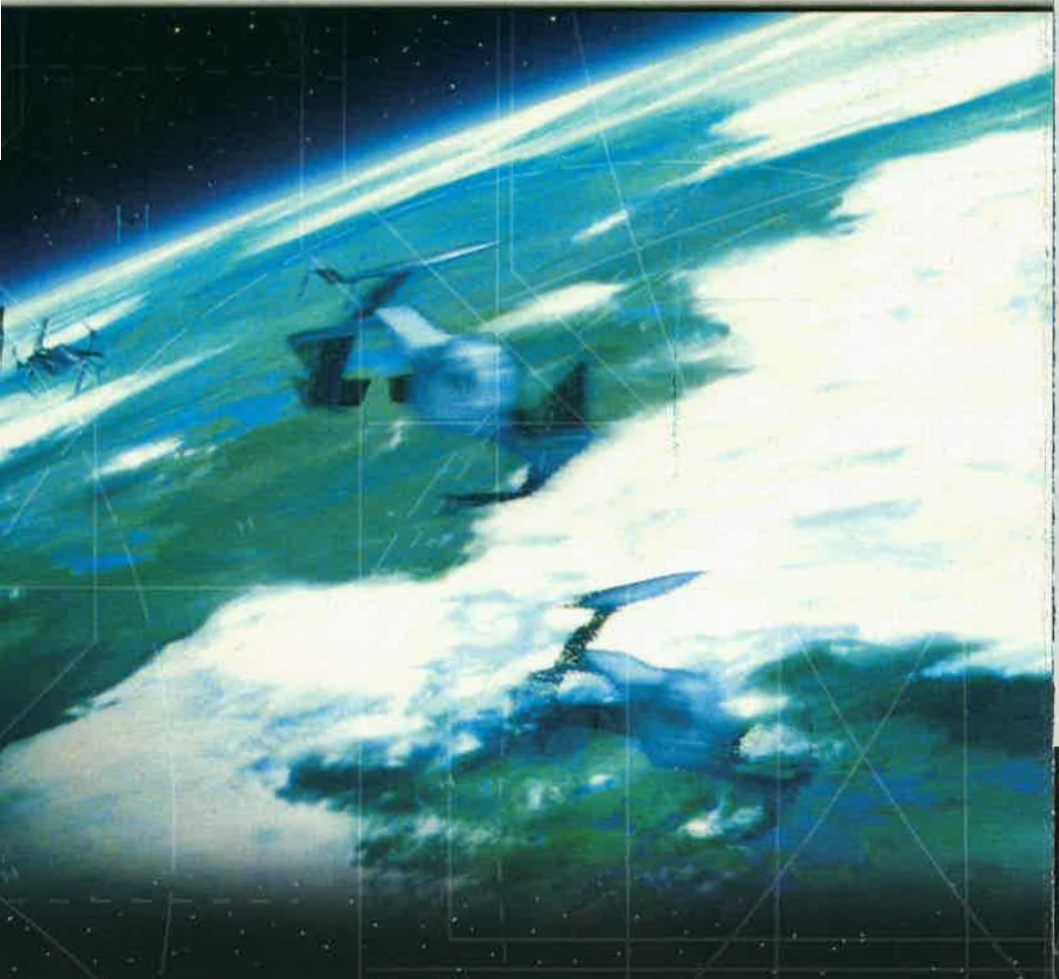
PROFILE

Origins
Empire
Dimensions
Approx. 0.3 m diameter
Manufacturer
Imperial Security Bureau
Equipment
Power shears, electroshock assembly, searing pincers, acid jets, arc emitters, sonic torture device, hypodermic syringe

THE TIE FIGHTER

THE DEATH STAR'S DEADLY DEFENCE SCREEN

Even in its incomplete state, the second Death Star possessed frightening defences: the superlaser; 15,000 turbolasers; 7,500 smaller laser cannon towers; 5,000 ion cannon; and, of particular concern to an attacking starship, innumerable hangars sheltering a multitude of battle-ready TIE fighters!



'It's a trap!' The words spoken by Admiral Ackbar confirmed the worst fears of the pilots and personnel of the Rebel fleet massed before the incomplete second Death Star at Endor. They had come to topple an Empire, attacking what they had been told was a near-defenceless station. Instead, the defence shield was intact, and a squadron of Star Destroyers was emerging from the space station's shadow, led by the mighty Super Star Destroyer *Executor*.

In an instant, the Rebels were assaulted by wave upon wave of TIE fighters and interceptors. Led by Lando Calrissian aboard the *Millennium Falcon*, the X-wings, Y-wings, A-wings and B-wings struggled to survive against the best of the Empire.

THE TIE FIGHTER

Affiliation
Empire

Manufacturer
Sienar Fleet Systems

Length
6.3 metres

Acceleration
(linear in open space): 4,100 G

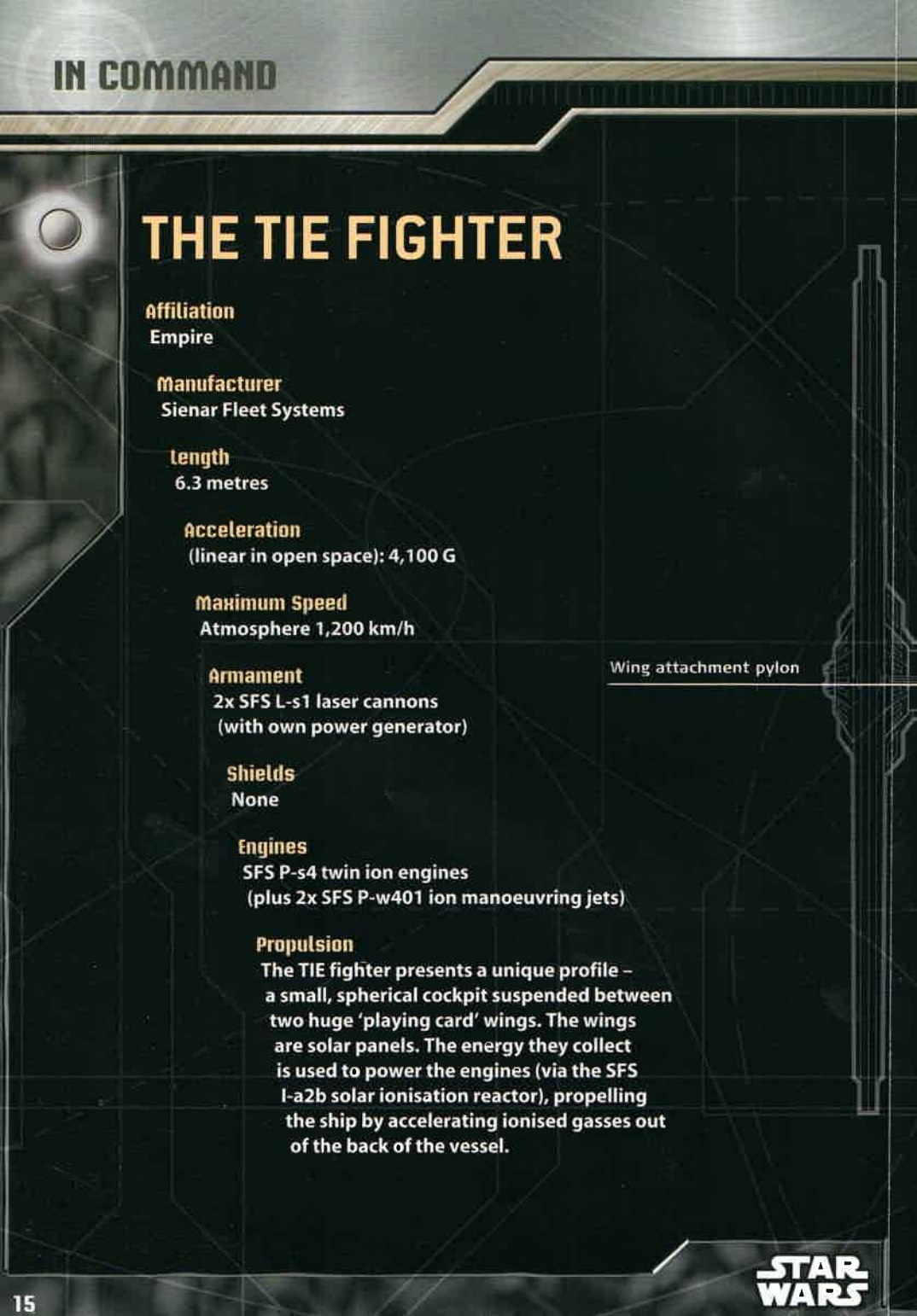
Maximum Speed
Atmosphere 1,200 km/h

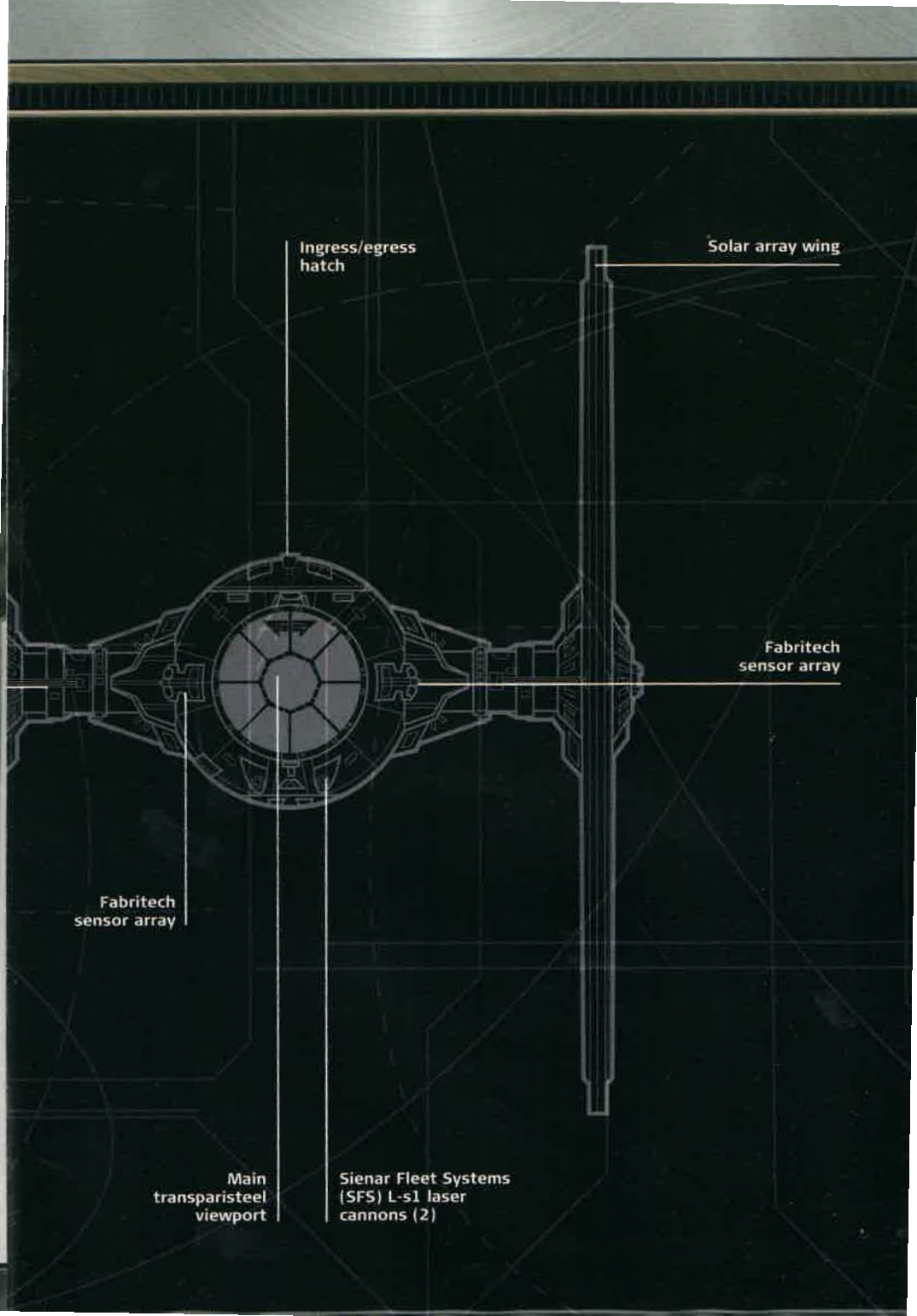
Armament
2x SFS L-s1 laser cannons
(with own power generator)

Shields
None

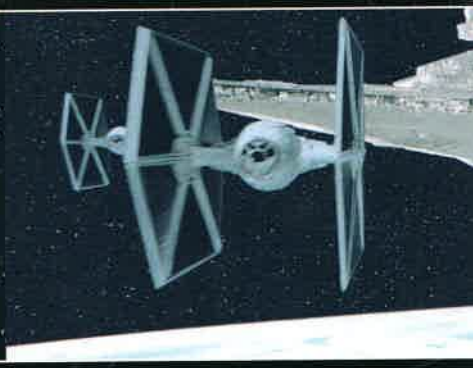
Engines
SFS P-s4 twin ion engines
(plus 2x SFS P-w401 ion manoeuvring jets)

Propulsion
The TIE fighter presents a unique profile – a small, spherical cockpit suspended between two huge 'playing card' wings. The wings are solar panels. The energy they collect is used to power the engines (via the SFS I-a2b solar ionisation reactor), propelling the ship by accelerating ionised gasses out of the back of the vessel.




Ingress/egress hatch
Solar array wing
Fabritech sensor array
Fabritech sensor array
Main transparisteel viewport
Sienar Fleet Systems (SFS) L-s1 laser cannons (2)

TIE fighters are organised into wings of around 72 fighters. Star Destroyers generally carry a full wing in their hangars.



Solar array

Command pod

A fearsome lineage...

The TIE series is undoubtedly successful. Most familiar are the TIE bomber and the successor to the TIE fighter – the TIE interceptor. Other variants include the TIE/rc, a standard TIE fighter frame fitted with advanced sensors and communications packages. The TIE/fc assists in targeting long-range naval bombardments. The TIE/gt scouts ahead of TIE bomber groups, which can include the powerful *Scimitar* bombers. During the development of the TIE Interceptor, Sienar technicians built a prototype called the TIE Advanced x1. This became Darth Vader's personal starfighter – the one he flew to deadly effect at the Battle of Yavin.

JEDI INTERCEPTOR

KUAT SYSTEMS ENGINEERING ETA-2 ACTIS

The dark days of the Clone Wars saw the Jedi reluctantly thrown to the fore, leading the Republic's armies through the chaos and destruction. The demands of battle saw their ships evolve into a new generation of faster and more able starfighters.

Through the cunning of Chancellor Palpatine, the Jedi were manipulated into becoming the Republic's military commanders. The technology developed for both sides during this conflict would later serve the Empire – and this included the Jedi interceptors.

Dark Destiny

Ironically, one of the driving forces behind the evolution of the Delta 7 Jedi starfighter was Anakin Skywalker. Many of the modifications he made to his personal Delta became standard in the interceptor. To double the irony, one of the most famous interceptor missions was when two of them, flown by Anakin and his mentor Obi-Wan Kenobi, rushed to Coruscant to rescue Chancellor Palpatine himself, 'kidnapped' by Separatist forces.

Back To Basics

Rarely have a craft and its pilot been as perfectly in tune as the interceptor and the Jedi who fly them. These lean, sleek fighters, flown to devastating effect by Anakin, were the ideal Jedi weapon. The key philosophy behind the design of the interceptor over the Delta 7 was simplicity. The interceptor was stripped back to its bare essentials, bereft of shields and so many pilot support systems

Anakin piloted his Jedi interceptor with seemingly casual ease, almost delighting in the discomfort of his wingman, Obi-Wan Kenobi.

that virtually only a Jedi could fly the ship in combat. An astromech droid (a full one this time and not the partial version used with the Delta) provided many functions that the interceptor now lacked.

The body of the ship was pared back, leaving a bulbous cockpit between the wings. Laser cannon far more powerful than in previous Jedi vessels fire forward, with extra, lighter ion cannon set underneath.

Into Battle

When ready for combat, the ends of the wings swing up and lock to form hexagonal panels. The increased area is used to help cool the engines and other overtaxed systems. The resemblance between this starfighter and the TIE fighter is not a chance one. The interceptor was a key influence on the the TIE's design – they even use virtually the same targeting computer.

The ship still relied on the hyperspace flight rings used by previous Jedi fighters. Rushing back from their posting in the Outer Rim, Anakin and Obi-Wan ran the gauntlet of the Separatist forces to reach the ship of General Grievous where the cyborg Jedi-killer and Count Dooku were holding Palpatine 'prisoner'.

None of the droid starfighters, mighty battleships or even deadly buzz droids were able to halt the two Jedi as, guided by the Force, they threaded their interceptors expertly through the carnage over Coruscant. It was obvious why the distinctive profile of the Jedi interceptor became such a symbol of hope for the Republic – and despair for the Separatists.

ANAKIN SKYWALKER

GREATEST JEDI PILOT OF THE OLD REPUBLIC

From winning a vital podrace on Tatooine, to daring and secretive exploits in Coruscant's underground race circuits, to 'borrowing' an airspeeder to chase down a fleeing bounty hunter, Anakin has always shown an amazing aptitude for flying, helped by an ability to see things before they happen.

Prior to the Clone Wars, Anakin's abilities as a pilot were one of the worst-kept secrets in the Jedi Temple. Jedi are not supposed to seek the danger and thrill of life-threatening racing. However, as the Separatist and Republic forces clashed, Anakin was able to use his abilities openly and gain plaudits from fellow Jedi, the Republic forces, and the people.

The Clone Wars also gave Anakin a chance to show off his considerable mechanical skills. He took his standard Delta 7 *Aethersprite* Jedi starfighter and turned it into something extraordinary. Encouraged by Jedi Master Saesee Tiin, he introduced many features that would become standard in the next generation of Jedi craft – including pushing the speed, agility and the power of the weapons systems beyond those initially felt necessary by Jedi strategists.

The fighter and its pilot proved their worth at the Battle of Muunilinst, where Anakin single-handedly turned the tide of the fight in the skies over the homeworld of the Intergalactic Banking Clan and their Separatist allies. Among the additions to his ship, two TransGalMeg hyperdrive thrusters allowed Anakin to follow the assassin Asajj Ventress from

In an increasingly complex galaxy, Anakin found the challenge of controlling his emotions and resisting the darkness within more and more difficult.

PROFILE

Native Planet
Tatooine (Human)
Height
1.85 metres (adult)
Affiliation
Jedi, then Sith
Appearances
Episodes I, II, III, VI
Weapon
Lightsaber

Muunilinst to one of the moons of Alderaan. Unfortunately, the compact size of the Jedi interceptor meant that the new fighters still relied on hyperspace rings for longer travel between systems.

OWEN AND BERU LARS

NO SIMPLE LIFE

Tatooine moisture-farmer Owen Lars had sought only the simple things in life. However, fate decreed that a simple life was one thing that Owen and his beloved wife, Beru, would rarely enjoy.

Owen was the son of Cliegg and Aika Lars. Aika died when he was young and Cliegg remarried Shmi Skywalker. But tragedy had touched her life and Owen saw how much she missed her son, Anakin. This would cast a lasting shadow over the Lars family.

Owen met Beru Whitesun on a trip to Anchorhead and they were soon betrothed. But then Shmi was captured by Tusken Raiders, and Cliegg Lars lost a leg when the rescue party was ambushed. While the family were trying to adapt to their loss, Anakin Skywalker returned. However, even his Jedi abilities could not save Shmi, and he soon left the grieving Lars family.

In the dark days that followed, the fall of the Republic seemed distant to Owen and Beru on dusty Tatooine. Then one of the last of the harried Jedi, Obi-Wan Kenobi, delivered a child to Owen and Beru. This was their nephew, Luke, secret son of the fallen Anakin. Unable to have a family of their own, Owen and Beru were content.

Luke's foster parents provided a loving home, but they were haunted by the spectre of Anakin. Owen could not stop Luke from showing traits that he had seen in Anakin. Even stopping the watchful Obi-Wan from meeting Luke did not help. Finally, fate dealt Owen and Beru the harshest hand possible. They died, side by side to the end, blasted by stormtroopers sent out by none other than Darth Vader, once Owen's own stepbrother.

Two identical settings for two key scenes: the meeting of Anakin and Owen, and a fateful argument between Luke and Owen, many years later.

Luke always felt that his Uncle Owen held him back. In fact, the old farmer feared that Luke would follow his father's dark path...

PROFILE

Beru Lars (Whitesun)

Native Planet
Tatooine (Human)
Height
1.62 metres

Owen Lars

Native Planet
Ator (Human)
Height
1.72 metres
Weapon
Blaster carbine

THE EMPEROR'S THRONE ROOM

A CIRCLE IS COMPLETED

As the Battle of Endor raged about them, Darth Vader and Luke Skywalker, father and son, fought to the death, with the evil Emperor watching as the fate of the galaxy hung on a single decision.

Standing in the Emperor's throne room, Luke accepted his destiny and gave himself over to the Force. There were no more questions, only the present, and in this moment he had truly become a Jedi.

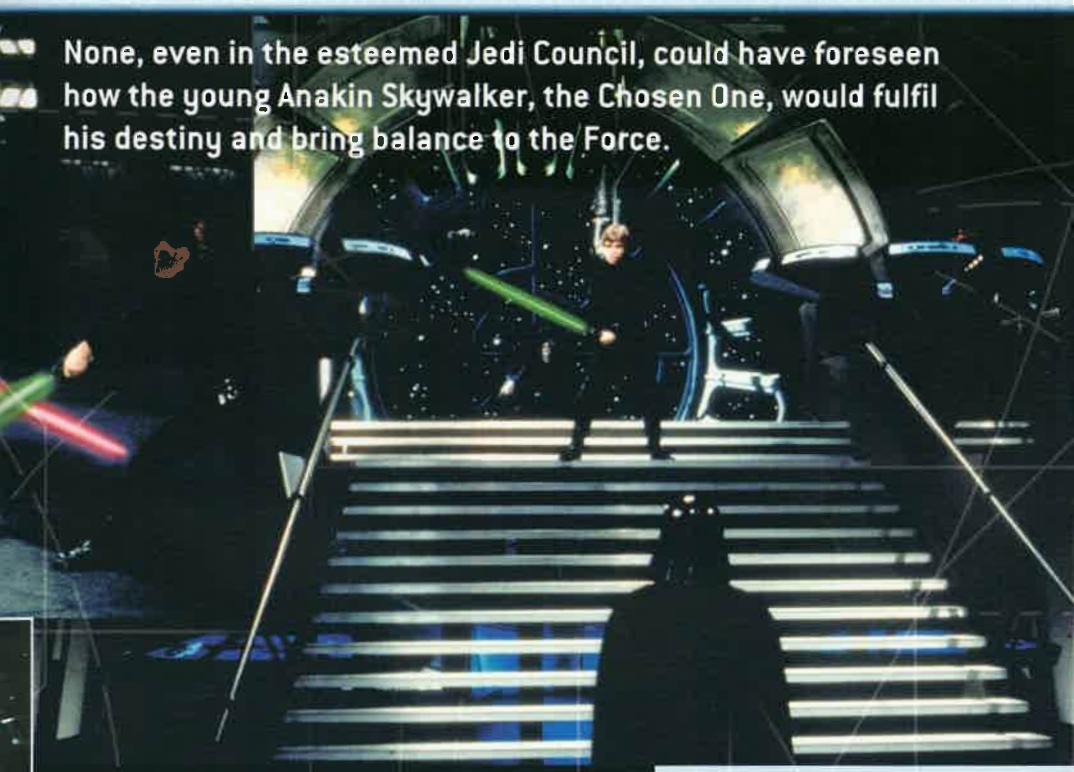
Deadly Struggle

Set against Luke was his nemesis – the Dark Lord of the Sith. And yet despite himself, his dark Master and the power of the dark side, Darth Vader was beginning to question all that had gone before. Stirring inside was a father's love for his son.

Suddenly the duel was over. Learning that he had a daughter, Vader threatened to turn her if Luke would not join him. Filled with rage, Luke beat down his father, but then let go his anger and his weapon, rejecting the Emperor's urging. In return, the Emperor tried to destroy the young Jedi. As Force lightning crackled around a helpless Luke, Vader struggled to his Emperor's side. He watched Luke's struggles, heard his son asking for help and saw the evil in Palpatine's face as though for the first time. The decision was suddenly simple.

All at once, Darth Vader was gone, as Anakin Skywalker cast off the past. Though the Force lightning's dark energies coursed through his body,

None, even in the esteemed Jedi Council, could have foreseen how the young Anakin Skywalker, the Chosen One, would fulfil his destiny and bring balance to the Force.



mortally wounding him, Anakin hurled the Emperor into the core of the Death Star. It was over. The Force was balanced, the prophecy fulfilled.

At One With The Force

In Anakin's last moments, he looked on his son with his own eyes, as Luke took off the mask of Darth Vader. Bidding Luke goodbye, Anakin asked him to tell his sister what had happened.

Luke took Anakin to Endor where a Jedi pyre burned away his body. But thanks to his Force-strength and the heroic manner of his passing, Anakin survived in the Force. Together with his former friends Obi-Wan and Yoda, he gazed upon Luke and Leia celebrating the birth of the New Republic.

IN THE BEGINNING

THE BIRTH OF INDUSTRIAL LIGHT & MAGIC

In June 1976, a meeting took place that was to change film-making forever, ushering in a new era of effects technology that would allow starships to fly, dinosaurs to eat accountants, and rock 'n' roll pirates to battle squid-faced bad guys over a howling vortex of spinning water.

That landmark meeting saw George Lucas offered the job of managing the special effects unit on his new film. Lucas knew that the effects needed in *Star Wars*, particularly during the Rebel attack on the Death Star, would need entirely new techniques, even new technology, before it could be fully realised. No existing company could do the work. The solution was simple – start an entirely new company!

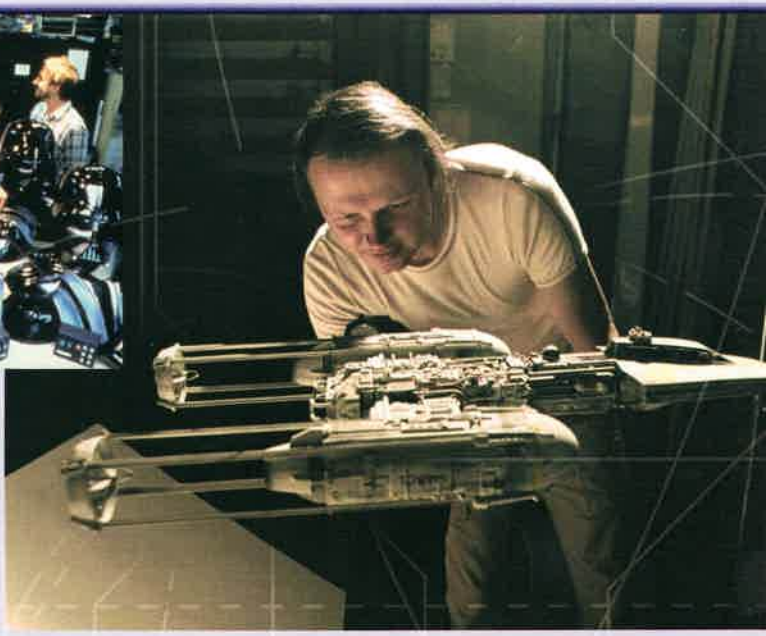
First Steps...

Lucas approached John Dykstra who, in 1968, had worked on the acclaimed Stanley Kubrick sci-fi film *2001: A Space Odyssey*. Dykstra and Lucas put together a young team of engineers, artists, technicians and film students, bringing them together in a 3,000-square-metre warehouse in Van Nuys, California. This was the 'miniatures and optical effects unit' that would form the core of Industrial Light & Magic, or ILM. Amongst them were key figures for the future of ILM and Lucasfilm, including Dennis Muran, Richard Edlund and conceptual artist and illustrator Joe Johnson.

What Next?

At first, the studio was less than convinced by the eclectic gathering in the Californian warehouse. As Lucas filmed on location and in the studio, there seemed little return from the money invested in the effects team.

Lucas kept faith, however. The new, experimental technology being developed took time. In the end, the



Long history

From the first outline of *Star Wars* to the eventual release of the film, it was seven long years before George Lucas's dream became a reality.

A long time ago in a galaxy far, far away...
STAR WARS
STAR WARS
MARK HAMILL · HARRISON FORD · CARRIE FISHER
PETER CUSHING
ALEC GUINNESS

faith was fully and spectacularly rewarded. In its 30-year history, ILM has created effects for over 200 films, and has won many awards. As well as 'home grown' projects such as the six *Star Wars* movies and the four *Indiana Jones* films, there's the *Jurassic Park* trilogy, *Terminator 2 & 3*, and the *Pirates of the Caribbean* trilogy. The legacy of *Star Wars* can even be seen in films such as *Forrest Gump*, *Schindler's List* and several of Woody Allen's movies.

LEADING FROM THE FRONT...
ILM is still at the forefront of technology, championing the move to entirely digital film-making. *Revenge of the Sith*, shot digitally, required more than 2,000 different visual effects. Creating those took three years!

FILMING THE TIE FIGHTER

YOU'LL BELIEVE A TIE CAN FLY

CREATION OF THE TIE FIGHTER

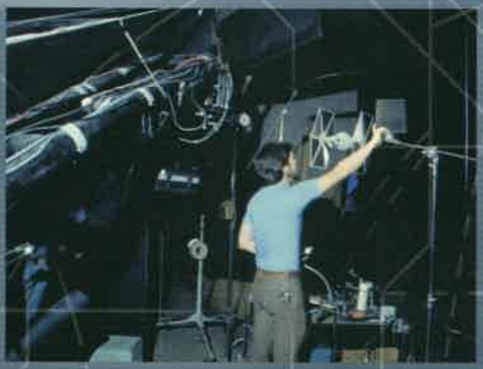
1 Numerous TIE fighter models were constructed by the skilled technicians at Industrial Light & Magic. They were built to various scales.

2 This rear view of a medium-sized TIE shows how detailed the models appeared after they had been assembled and painted.

5 A TIE mounted on a blue armature, ready for filming. The blue screen could be replaced with a realistic background in post-production.

6 Smaller models were used for some of the flight sequences. The TIE fighters that appeared in *A New Hope* were practically white...

On film, it appears as though the twin ion engines of a TIE fighter are propelling it at close to the speed of light. In fact, the technicians at ILM had to come up with a number of ingenious solutions to simulate the flight of attacking TIE fighters.



3 ILM's Richard Edlund tinkers with the positioning of a TIE fighter model, mounted for filming a fight sequence.

4 The cockpit of the TIE was the only part of the ship that was built to full size. It could be split in two to facilitate different shots.

7 ...while the TIEs in *The Empire Strikes Back* and *Return of the Jedi* were light grey with a blue tinge added in post-production.

8 For the characteristic sound of a TIE's engines, engineer Ben Burtt mixed cars on a wet motorway with the trumpeting of an elephant.

THE JEDI INTERCEPTOR

Eta-2 Actis interceptors, of the type flown by Anakin Skywalker and Obi-Wan Kenobi in the war against the Separatists, were perfectly adapted to the Force skills of Jedi pilots.

Affiliation
Jedi

Model
Eta-2 Actis interceptor

Manufacturer
Kuat Systems Engineering

Specifications
Length 5.47 metres
Width 4.3 metres

Height
Open wings 2.5 metres

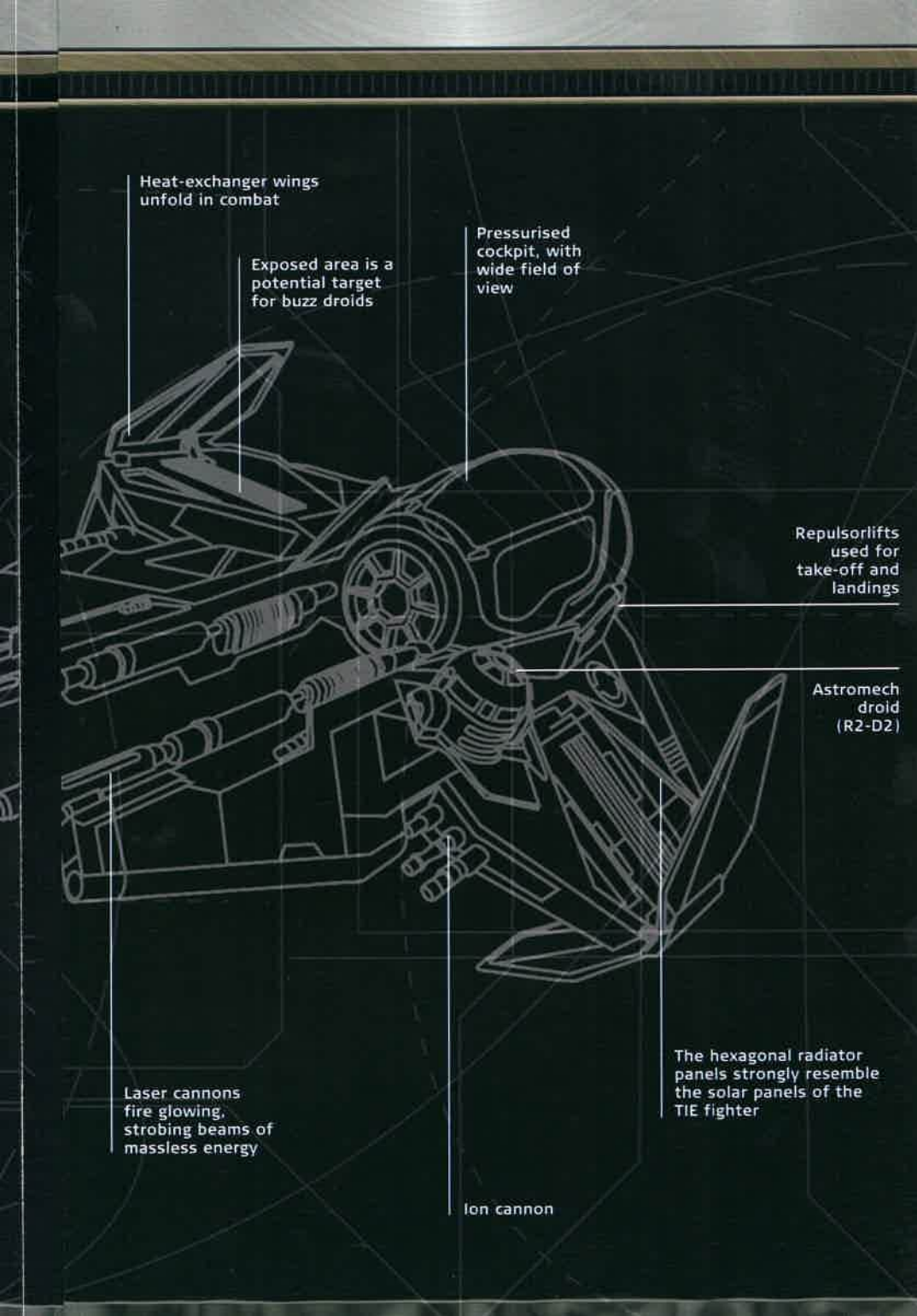
Acceleration
Linear in open space 5,200 G

Max. Speed in Atmosphere
15,000 km/h

Armament
2x laser cannons, 2x secondary light ion cannons

Shields
None

Crew
1 pilot & 1 astromech droid


Heat-exchanger wings unfold in combat
Exposed area is a potential target for buzz droids
Pressurised cockpit, with wide field of view
Repulsorlifts used for take-off and landings
Astromech droid (R2-D2)
Laser cannons fire glowing, strobing beams of massless energy
Ion cannon
The hexagonal radiator panels strongly resemble the solar panels of the TIE fighter

After the success of the Delta-7 *Aethersprite* Jedi starfighter, and after studying the modifications that Anakin Skywalker had made to his personal fighter, Kuat Systems Engineering developed the Eta-2 Actis interceptor.

Long barr
amplifie
excepti

Unlike its predecessor, the Actis has a socket for an astromech droid. The Delta-7 used a built-in astromech, with only the domed head visible in the fuselage.

Coolant feeds between radiators and heat exchanger

Starboard power cell

Spacious cockpit

R2 unit acts as co-pilot and locks onto targets

rel provides
ed yield and
tional range

Ion cannon fires plasma bursts

Superficial wing armour

DID YOU KNOW?

1 WHERE ON THE SECOND DEATH STAR IS THE EMPEROR'S THRONE ROOM? AND IN THE EARLY DRAFTS OF THE STORY?

2 DO JEDI INTERCEPTORS HAVE HYPERSPACE ENGINES?

3 WHAT IS THE ORIGINAL MEANING OF THE ACRONYM 'TIE'?

ANSWERS:

1 It is located at the top of a tower at the top of the space station. In the early scripts, it overhangs a lake of lava. In a later draft, it is in a sphere attached to the Death Star.

2 No – there is no space in the stripped-down vessel. They have to rely on hyperspace rings.

3 Originally, TIE stood for 'Thermal Ion Energy,' but became 'Twin Ion Engine' in development sketches in 1977.

B

Baktoid Armour Workshops

Manufacturer
Episodes I, II & III

Owned by the Trade Federation, Baktoid was the design and manufacture company that created the Armoured Assault Tank (AAT) and the Multi-Troop Transport (MTT) for the secretly constructed droid armies that would invade Naboo. After the failure of that invasion, the Trade Federation openly dissolved the company, while secretly shifting the continuing construction of their military machines to Baktoid subsidiaries. As a result, Baktoid manufactured the majority of the Separatist military might, including nearly 30 different tanks, transports and heavy assault droids.

Barada (Skiff Guard)

Character
Episode VI

Barada was the Klatooinian mechanic in charge of the motor pool in Jabba's Palace on Tatooine. He came into Jabba's service when the garage he had been sold to by his parents was won from its owner in a card game. Barada was killed by Luke Skywalker when, as a guard on the skiff taking Luke, Han and Chewbacca to be fed to the sarlacc, he attacked the Jedi and his friends when Luke broke free. The name Barada (and that of two of his cohorts) comes from the sci-fi film *The Day The Earth Stood Still* – it's part of the command 'Klaatu, barada nikto' that calms the robot Gort.

Hermi Odle (Baragwin)

Character
Episode VI

Hermi Odle is a Baragwin weapon-maker and is one of the few genuinely loyal members of Jabba's retinue on Tatooine. He designed the defences that protected Jabba's palace, a former monastery, and made one-of-a-kind weapons. He managed to escape Jabba's sail barge during the battle over the sarlacc, and escaped Tatooine in one of the Hutt's spacecraft.

Bar Gane (Roonan)

Character
Episode I

Edcel Bar Gane was the Senate representative for the world of Roona. An ally of Palpatine, he seconded the motion for a vote of no confidence in Chancellor Valorum in the Senate – a process that eventually saw Senator Palpatine become Chancellor.

IN THIS ISSUE

TIE FIGHTER PLUS JEDI STARFIGHTER

IN YOUR NEXT ISSUE

WITH ISSUE 4: THE AT-AT

PLUS A FREE BINDER